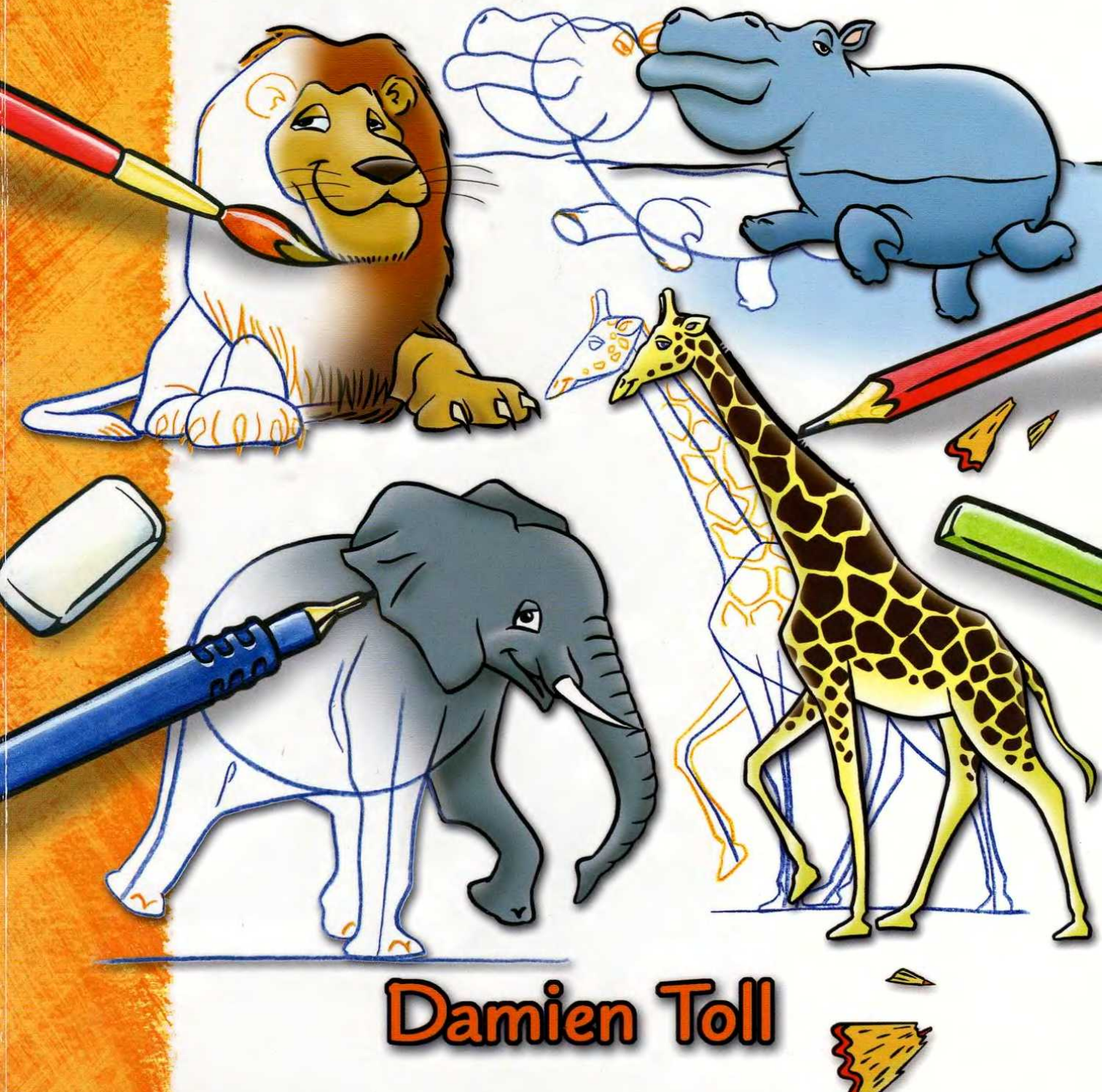
VISIT…

THE WORKS
99p

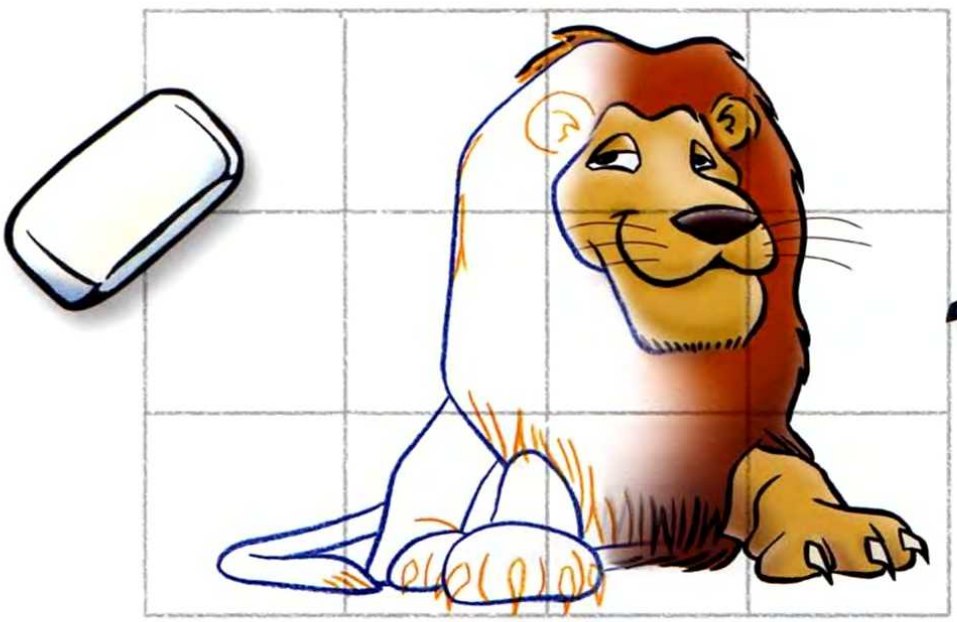
You Can Draw
WILD ANIMALS



Damien Toll

You Can Draw

WILD ANIMALS



HINKLER BOOKS

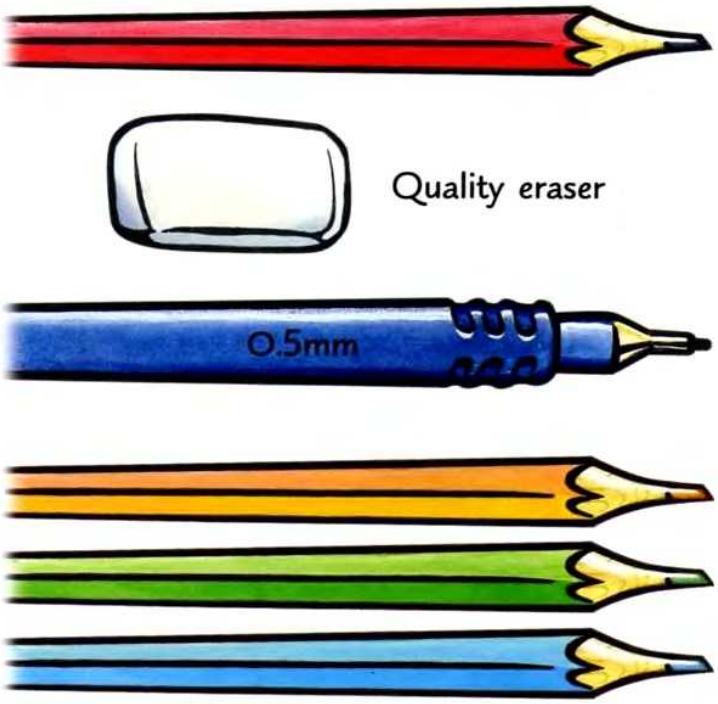
Damien Toll

Introduction

Drawing is a fun and rewarding hobby for children and adults alike. This book is designed to show how easy it is to draw great pictures by building them in simple stages.

What you will need.

Only basic materials are required for effective drawing. These are:



B or HB pencil

Quality eraser

Black felt-tip marker

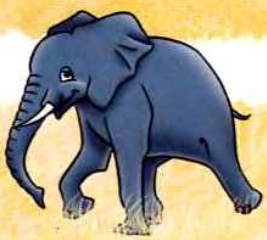
Coloured pencils

These will be enough to get started. Avoid buying the cheapest pencils. Their leads often break off in the sharpener, even before they can be used. The leads are also generally too hard, making them difficult to see on the page.

Cheap erasers also cause problems by smudging rather than erasing. This often leaves a permanent stain on the paper. By spending a little more on art supplies in these areas, problems such as these can be avoided.

When purchasing a black marker, choose one to suit the size of your drawings. If you draw on a large scale, a thick felt-tip marker may be necessary. If you draw on a medium scale, a medium-point marker will do and if on a small scale, a 0.3mm, 0.5mm, 0.7mm or 0.8mm felt-tip marker will best suit.

The Elephant



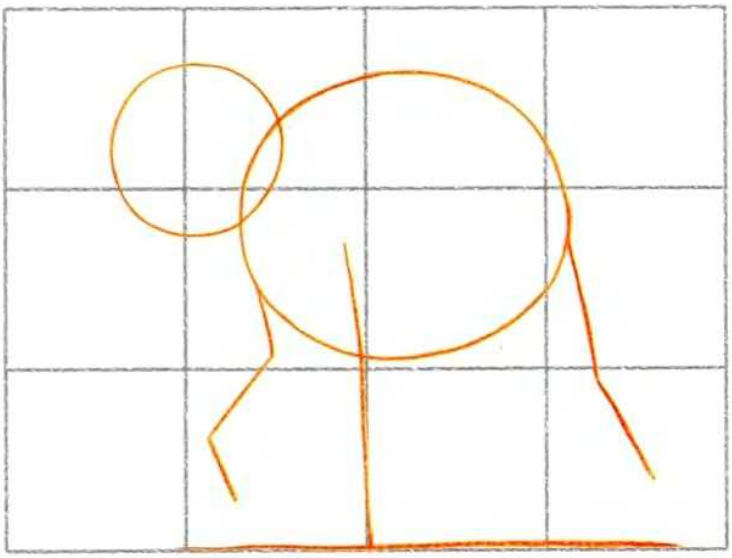
The elephant is the largest land mammal in the world. This huge animal can weigh more than four and a half tonnes and can spend up to 20 hours a day eating grass, leaves and bark. Elephants live in groups called herds. An elephant's life span can be as long as 80 years.

1.

Draw a grid with four equal squares going across and three down.

Draw the oval for the body first. Next draw the circle for the head. Notice how the front wire-frame leg is at the end of the body shape. The middle wire-frame is nearly half way along the body shape. The last wire-frame leg is at the other end of the body shape.

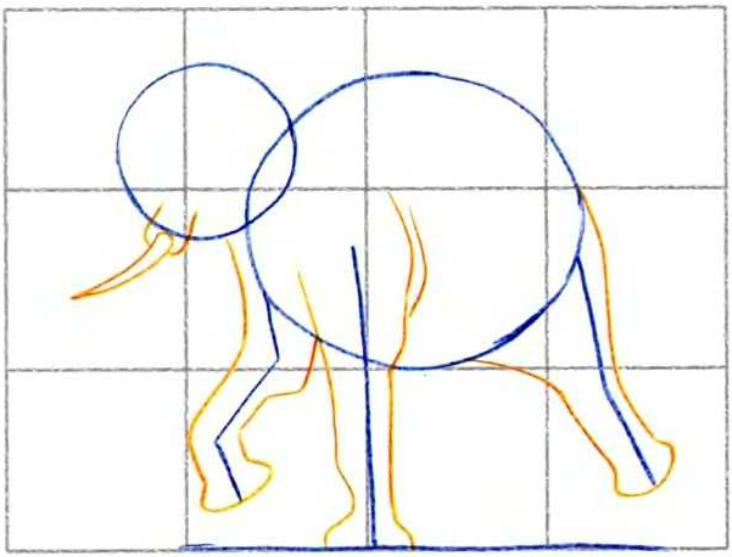
Draw in a ground line and check everything is in the right position.



2.

Draw in the tusk near the bottom left of the head circle. Add on the legs based on the wire-frames. Notice how the middle leg extends right up into the body.

The back leg flows smoothly onto the body shape so there is no way to tell where it joins.

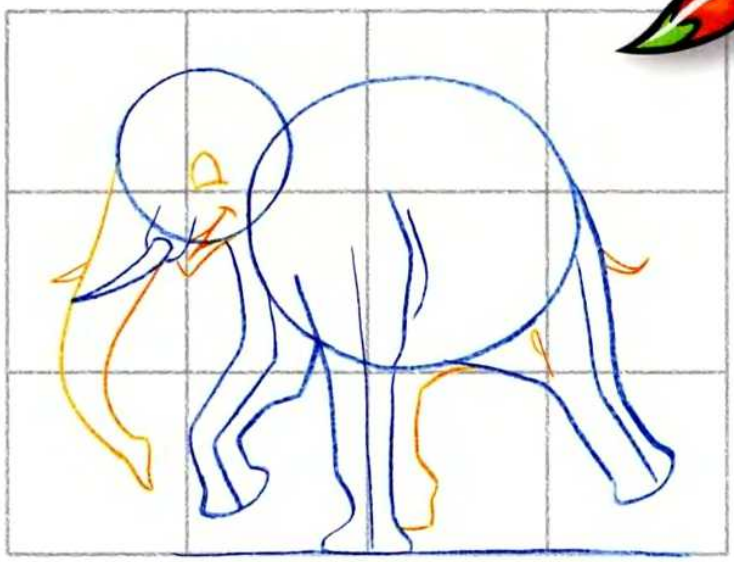


3.

The trunk flows off the head at the front in the same way the back leg flowed off the body shape in the previous stage.

The mouth starts under the tusk and extends outside the head circle. Above the mouth is the cheek and eye.

Add in the other back leg, which is situated behind the middle leg. Draw in the crease in the back leg and add on the tail.

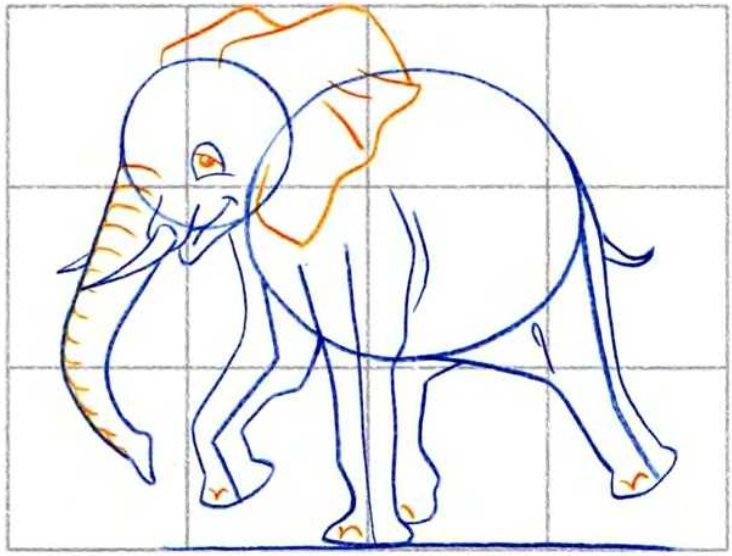


4.

Draw on the curved ridges of the trunk. Add the eyeball and the ears.

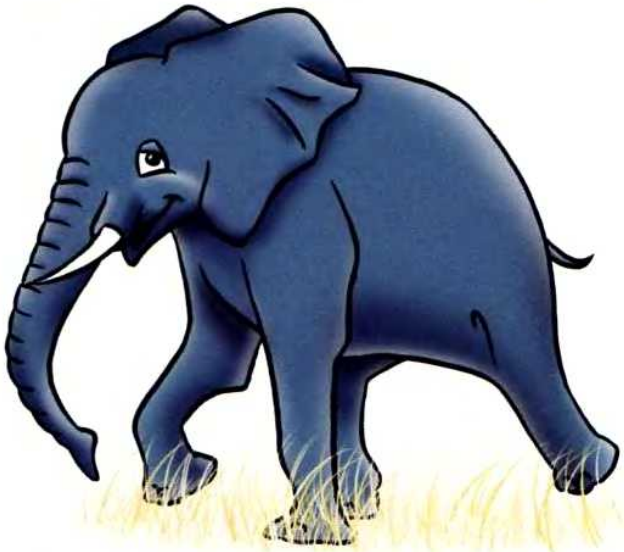
Imagine where the front of the elephant's foot is on each leg and add some toenails.

When you are ready to outline your artwork remember to only draw in the lines needed to make the picture. Check the final picture to see which ones you need.



5.

Once you have rubbed out the pencil lines, colour your elephant and add some dry grass.



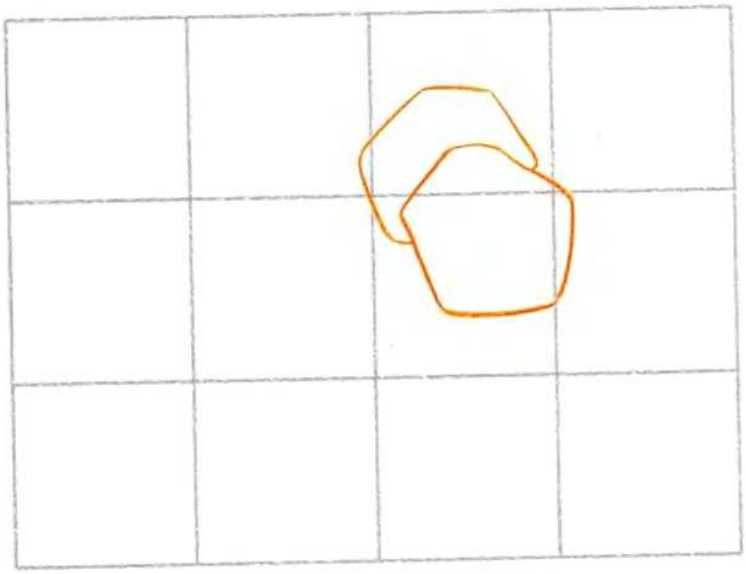
The Lion

Lions live and hunt in groups called prides. Great eyesight and a keen sense of smell helps the lion catch its prey. When chasing, they can reach speeds of up to 80 kilometres per hour. Resting is also important. A lion can sleep for up to 20 hours a day. A lion's roar can be heard nearly five kilometres away. Only male lions have a mane.

1.

Draw a grid with four equal squares going across and three down.

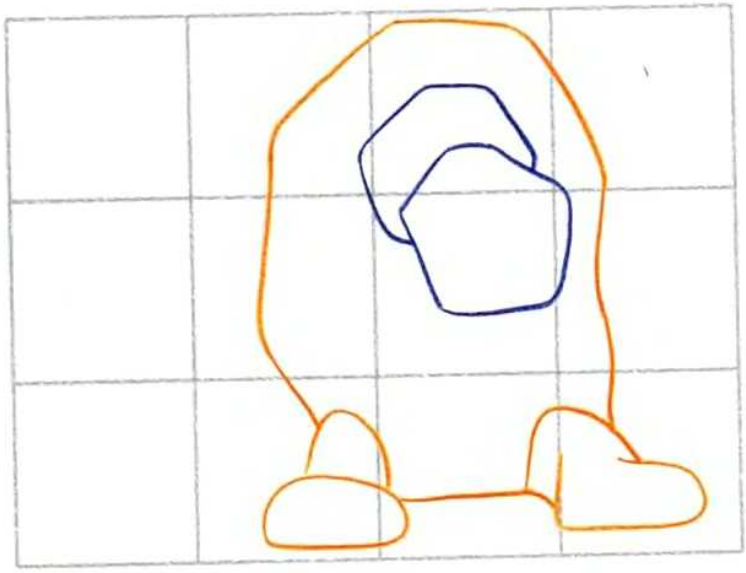
Start by drawing a shape for the snout. Add a similar shape for the head behind it. Check to see if your drawing is correctly positioned on the grid.



2.

Draw in another shape around the first two shapes. This will be the mane around the neck.

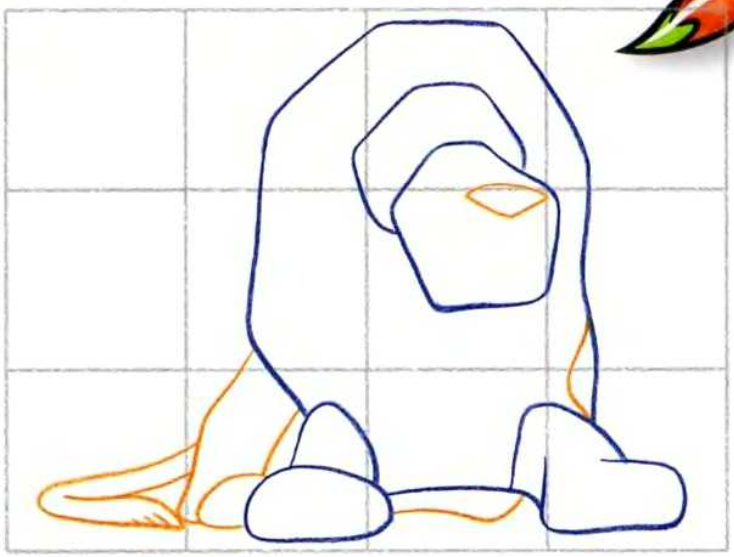
Add shapes for the feet and the legs coming out of the mane.



3.

Draw in the shapes for the back leg, foot and tail.

Draw in the nose on the right side of the snout shape. Modify the mane that was drawn in the last stage.

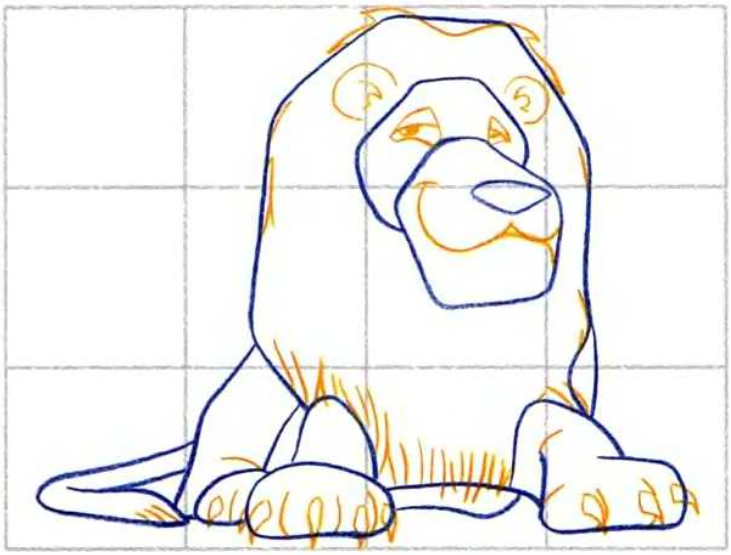


4.

Draw in some lines and points to make the mane look scruffy.

Put the ears on just outside of the head shape. Draw the eyes pushed up by the cheeks. Divide the mouth parts into a curved "W" and define the bottom jaw.

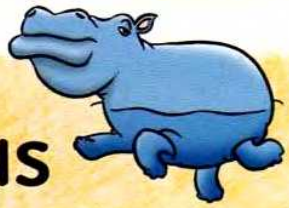
Finally, divide the foot into paws and add sharp nails.



5.

Outline your lion with a felt-tip marker and rub out the pencil lines. You are now ready to colour. Keep the body a tan colour while making the mane a darker, more reddish colour.

Hippopotamus

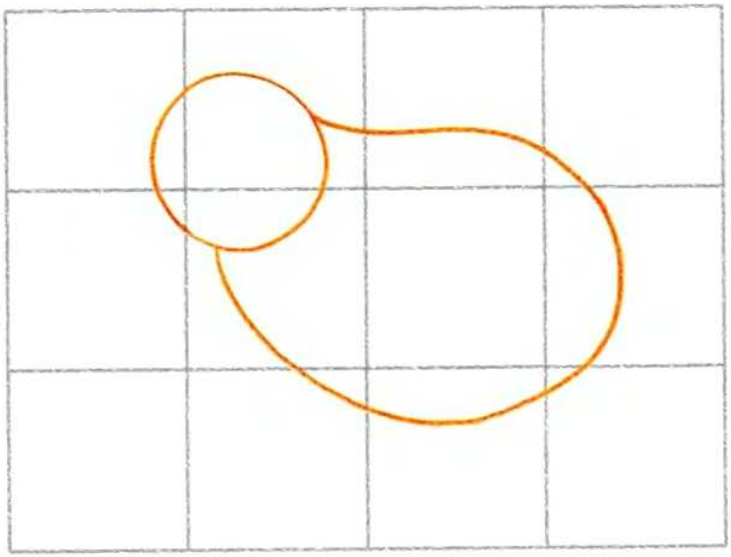


The hippopotamus is a huge animal that can grow to be over four metres long and weigh nearly two tonnes. Its head alone can weigh a tonne. It eats up to 45 kilograms of leaves per night and during the day retreats to the cool of the river where it can drink up to 250 litres of water. Hippos are only found in Africa where they live in herds.

1.

Draw a grid with four equal squares going across and three down.

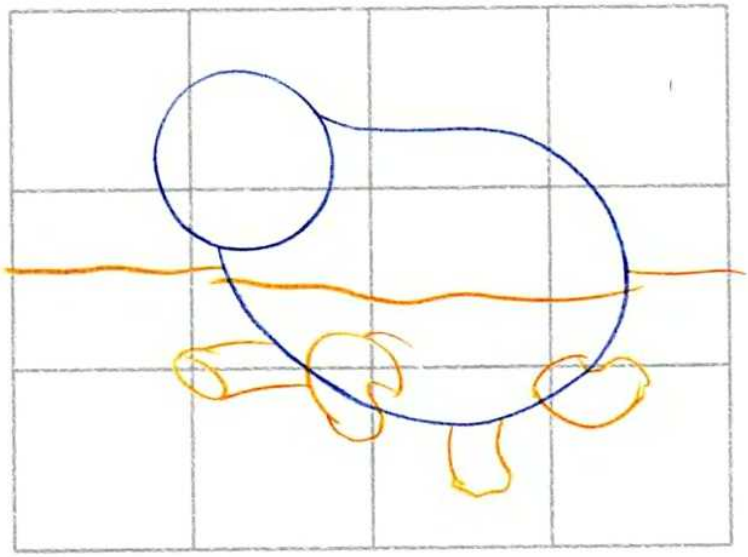
Draw in the head circle first. Add the body shape. Make sure the body shape is correct before going to the next stage.



2.

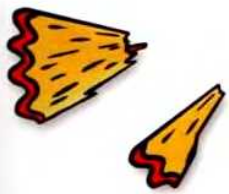
Draw in a wobbly line for a water line. The water line in front of the hippo should be a little lower than the rest of the water line.

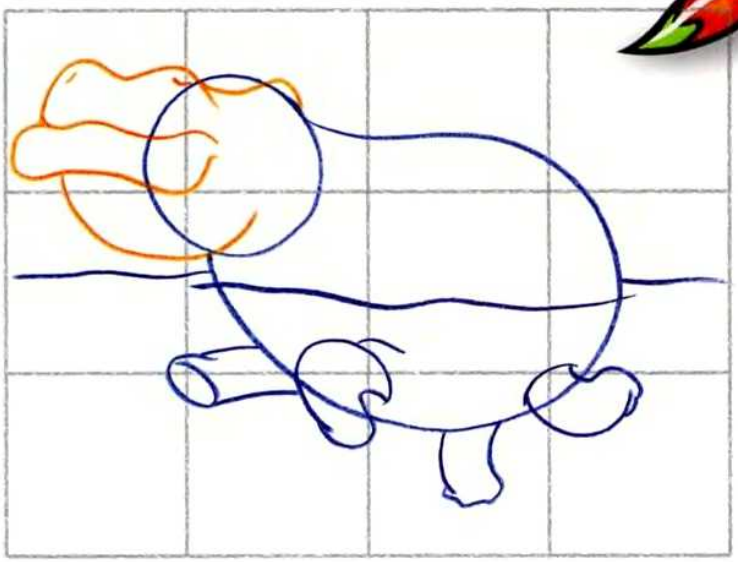
Note where the legs are in relation to the grid and draw them in. Because the legs are so short there is no need for wire-frames here.



3.

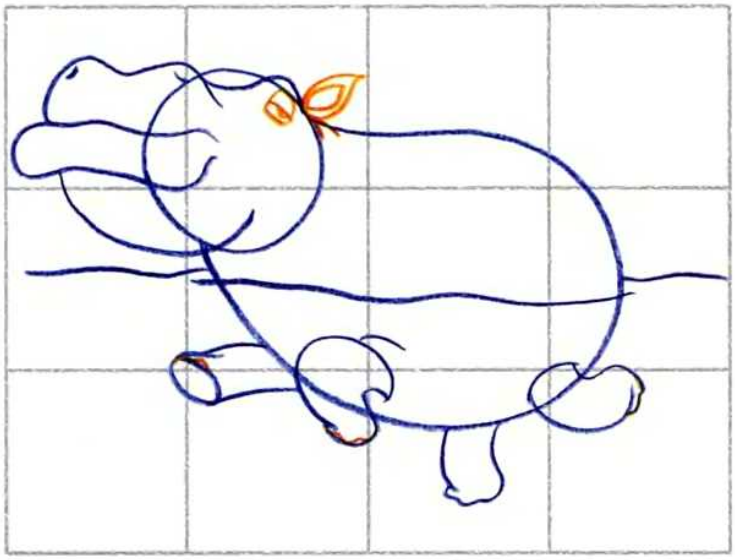
Draw the mouth and define the eye on the head circle.





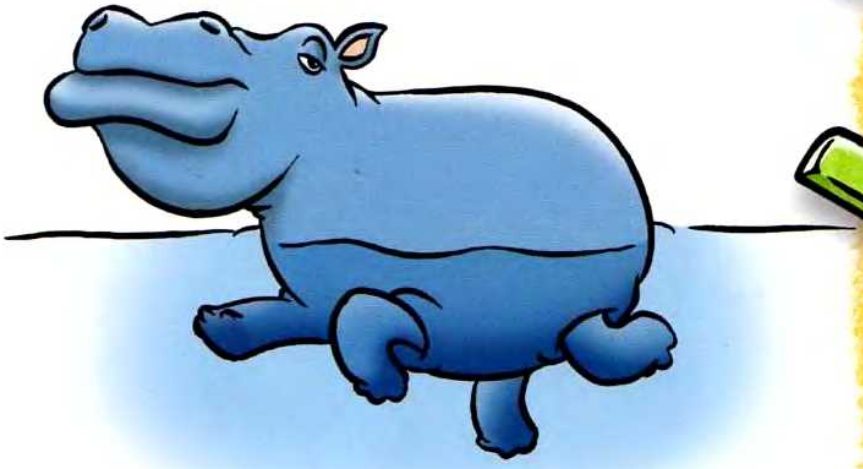
4.

Add on the eye and ear and the creases on the back of the neck, and you are ready to outline your hippo.



5.

Colour your hippo and the water. Notice how the hippo is darker below the water line.



Rhinoceros

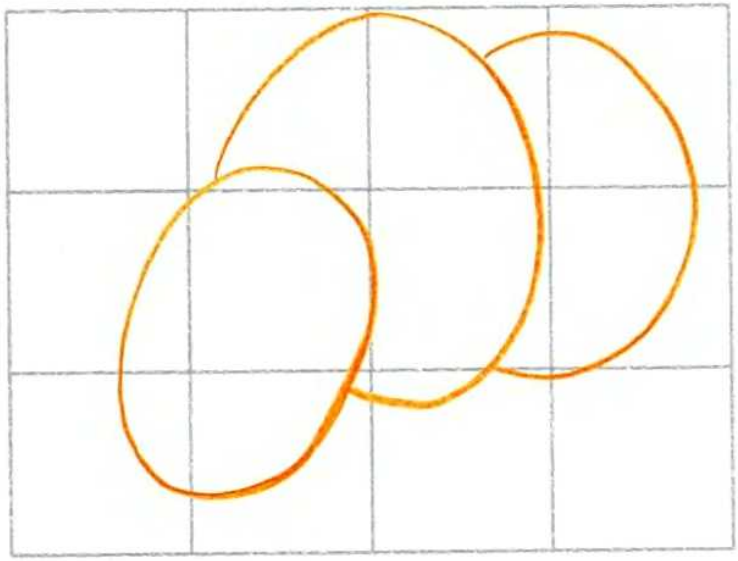
Rhinos are large animals found in both Africa and Asia. They can grow to be nearly two metres tall, four metres long and weigh almost two and a half tonnes. Being herbivores, they only eat grass and leaves and sometimes plants with sharp thistles. Rhinos have excellent hearing but cannot see things close to them very well.

1.

Draw a grid with four equal squares going across and three down.

Start with an oval for the head. This oval is on a slight angle. Draw in two larger and wider shapes behind the first oval. Notice these shapes are pointier than a normal oval. They are more like an egg on top.

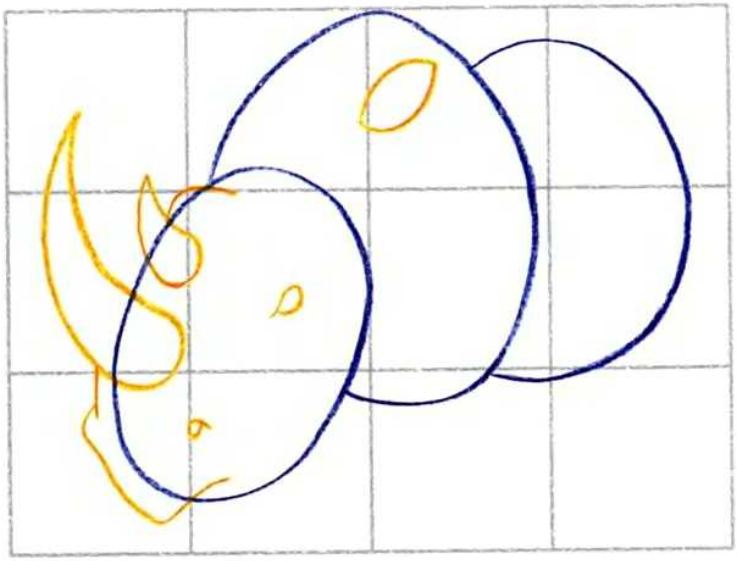
Check that your shapes are correct and in the right places on the grid.



2.

Use the grid to position the horns on the head circle. Draw in the lip outside the head circle.

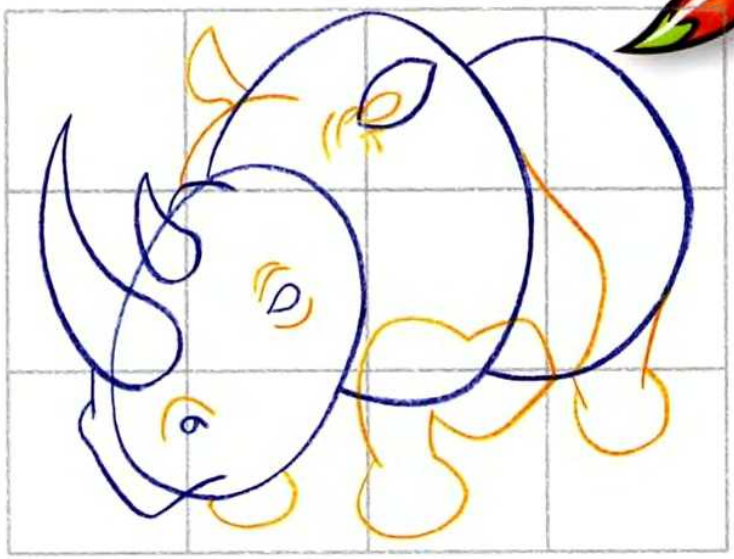
The eye is slightly below the centre of one of the grid squares. Draw a leaf shape for the ear in the top half of the grid square.



3.

Draw in the other ear opposite the first ear. Continue the head above the first head circle. Add some crease lines around the first ear and around the eye.

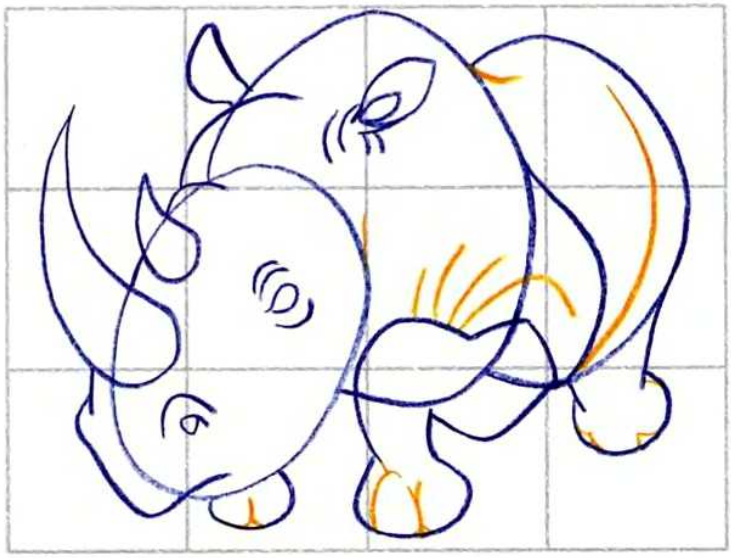
Draw in the legs and rounded shapes for the feet.



4.

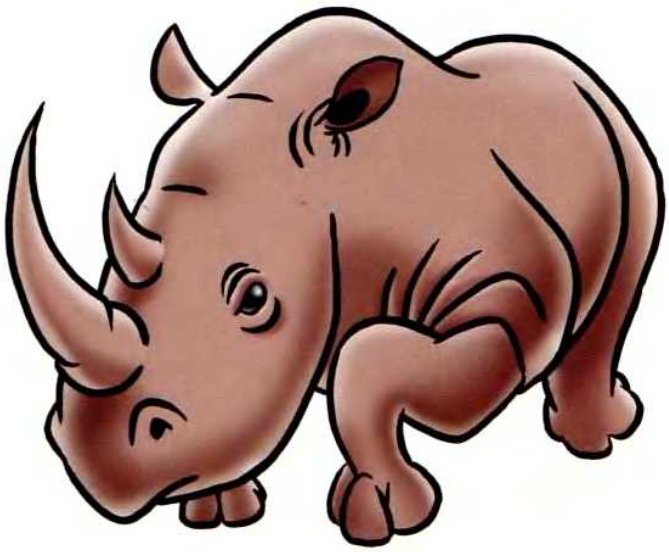
Draw creases in the shoulder above the front leg. Draw a curved line between the front and back leg to define the stomach.

Break the feet up into toes. Notice how the back toes are smaller than the front ones.



5.

Outline your rhino and erase the pencil lines. Rhinos can be different colours, from white to grey to brown. You could put a shadow a centimetre below the rhino's feet to show it is in the air running.



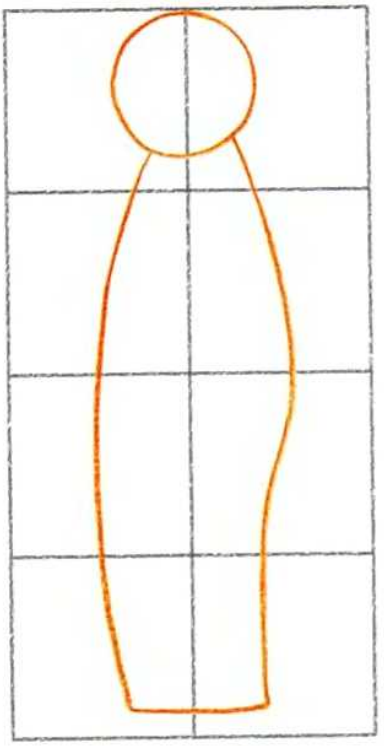
The Cheetah

Cheetahs are long, thin cats and are well designed for speed. In a chase, they reach speeds in excess of 100 kilometres per hour. This makes them the fastest animal in the world. Cheetahs cannot roar, but make a sound called a "chirrup".

1.

Draw a grid with two equal squares going across and four down.

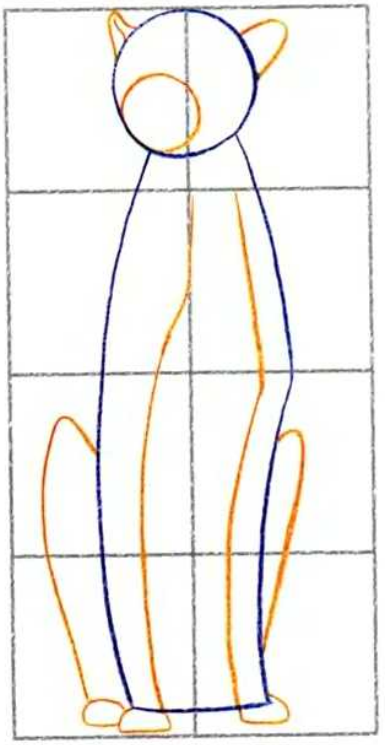
Draw in the basic shapes in the correct position on the grid. Check to make sure your shapes look the same as the shapes on our grid.



2.

Add another circle in the lower left corner of the original circle. This is for the snout. Draw the ears on the head circle.

Add shapes for the back legs on either side of the long body shape. Draw the two long lines inside the body shape. These will make up the front legs. Finally, add in the shapes for the feet.

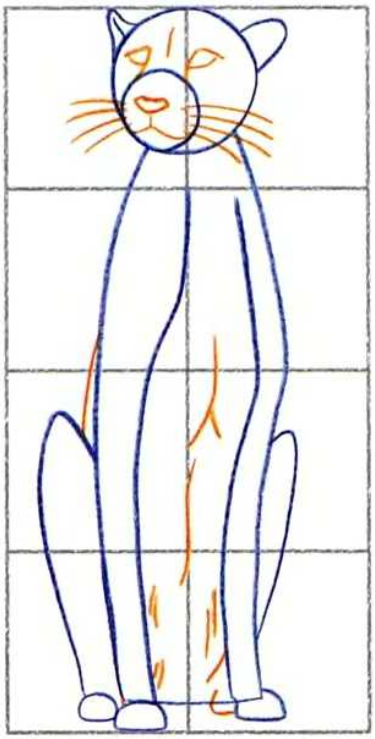


3.

Put the nose on the small circle drawn in the second stage. Position it just left of the centre of the bottom circle. Now break up the circle by drawing the curved "W" shape that makes up the cheeks and bottom jaw. Draw the whiskers coming out from each side of the cheeks.

Draw in the eyes, taking notice where they are positioned on the head circle. They are over half way up the circle and on the left hand side of it.

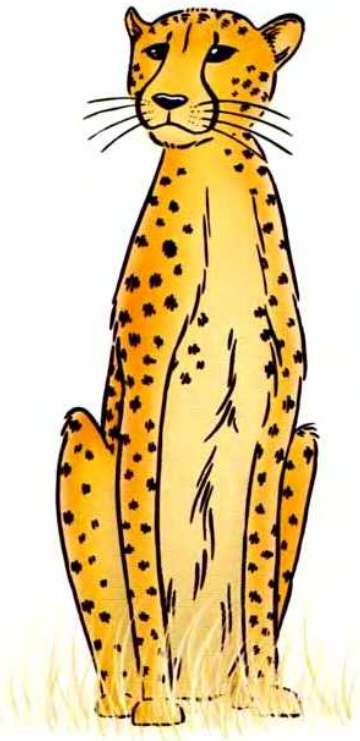
Draw in the line for the cheetah's back next to the leg on the left and some lines for the chest half way down the cheetah. Add some lines to show fur. Finish with the shape for the back foot on the right.



4.

Add spots to the legs, back and head. Notice how the spots fade out by getting smaller around the face and eventually stop.

Be careful not to put spots too far into the chest or on the snout. Colour your cheetah using yellow for the base and orange for the back, legs and head. Leave the snout and the chest lighter than the rest of the animal.



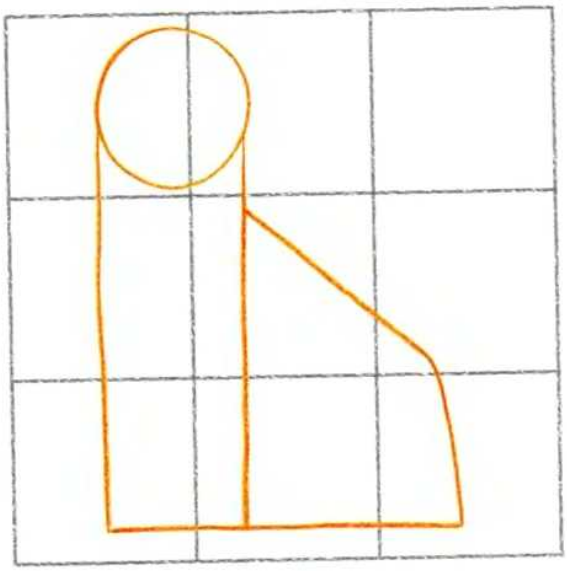
The Leopard

Leopards are very strong and fast members of the cat family. They can drag freshly-caught animals that are much heavier than themselves up a tree to keep it away from lions and hyenas. They are amazing jumpers, able to leap six metres forward in a single bound and three metres straight up. Each leopard has its own unique spot pattern.

1.

Draw a grid with three equal squares going across and three down.

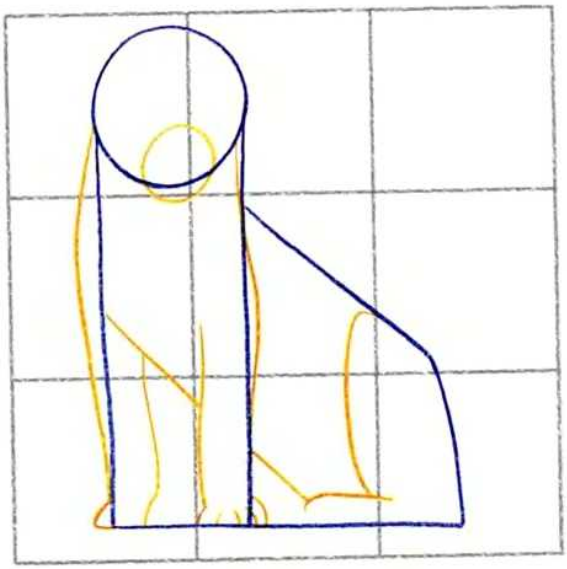
First, draw in the head in the top left of the grid. Draw in the tall rectangle on its side under the head circle. Draw in the last shape on the right side to complete this stage.



2.

Draw a small circle on the bottom of the head circle just going outside of the head circle.

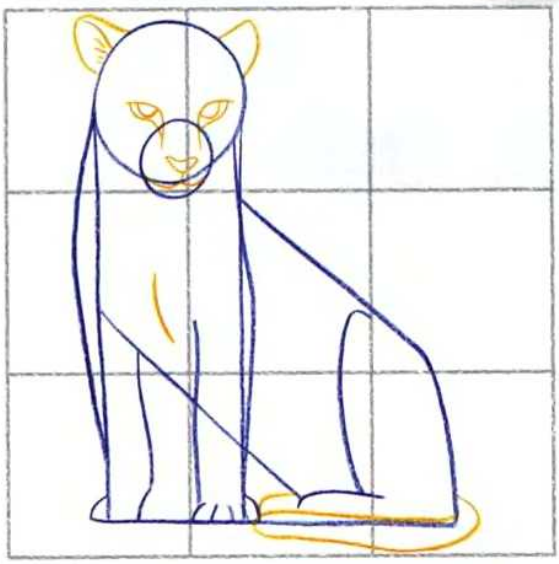
Draw in the legs around and inside the long rectangle. Draw in the underside of the belly line and add the shapes for the back leg and the foot.



3.

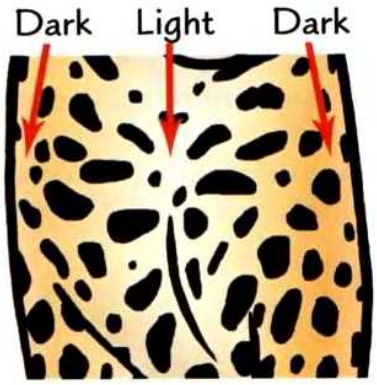
Add the ears to the outside of the head circle. Draw in the facial features, being careful to put them in the correct place on the circles.

Draw in a line to divide the chest. Add the tail and rear foot to finish.



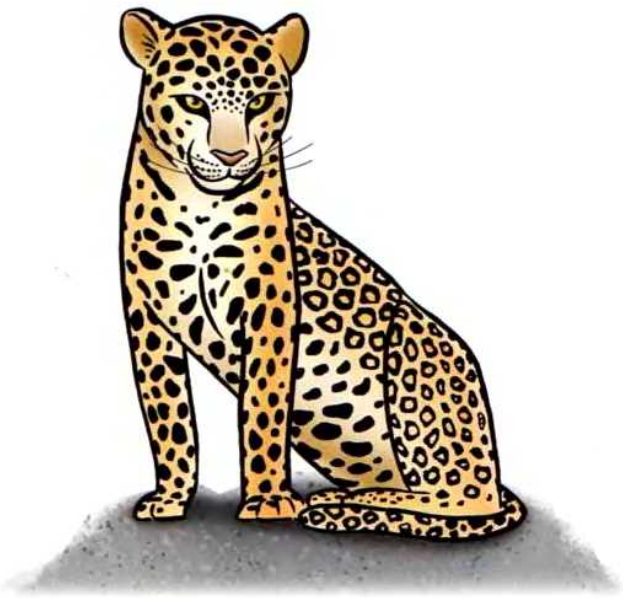
Artist Tip:

The leopard's mouth, chest and stomach are all white. Notice though there is no edge to where the white starts and the coat colour finishes. It is a gradual colour fade. When colouring with pencil, push harder at the edge of the picture and gradually lighten pressure as you move towards the centre of the drawing. You may need to do this a number of times to build up the coat colour.



4.

Add spots to the head and chest, making them smaller as they fade out. The spots on the back have holes in them where the colour of the coat is slightly darker than the rest of the yellow coat.



Giraffe

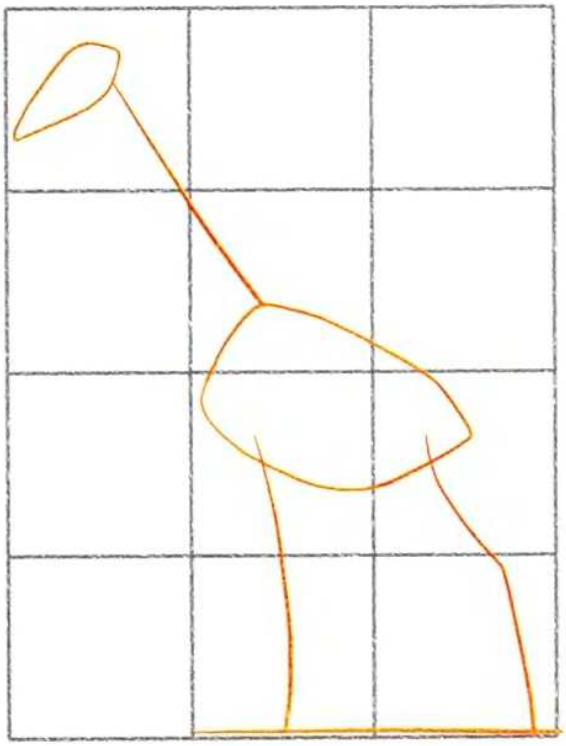
At five metres tall, the giraffe is the tallest animal in the world. It feeds on leaves and can consume 60 kilograms of leaves in one day. The giraffe's heart is as big as a basketball and, if challenged, it can kill a lion using its bony head.

1.

Draw a grid with three equal squares going across and four down.

First, draw in the shape for the body on the grid. Draw the pointy head shape and connect it to the body with a wire-frame.

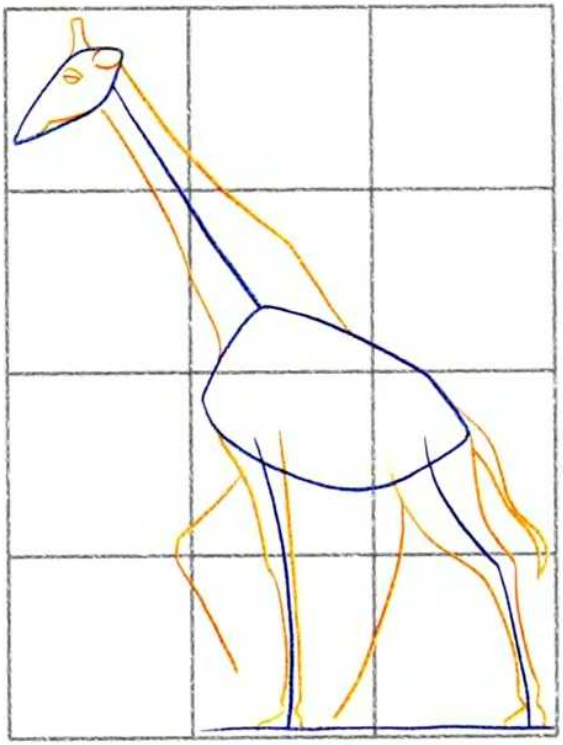
Add in the curved and kinked wire-frames for the legs. Lastly, draw in a ground line.



2.

Draw in the horn on the head and the facial features. Add the neck, being sure to make it slightly wider as it goes down towards the body.

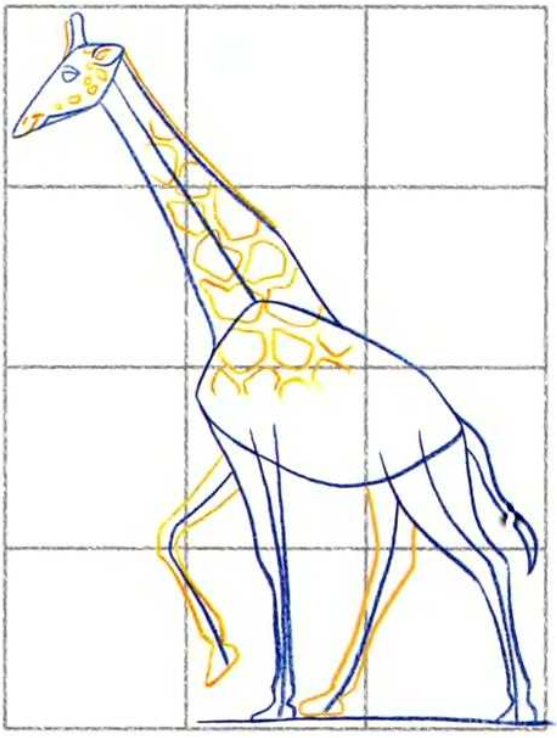
Draw in the legs around the wire-frame guides and add the new wire-frames for the legs behind. Add on the tail.



3.

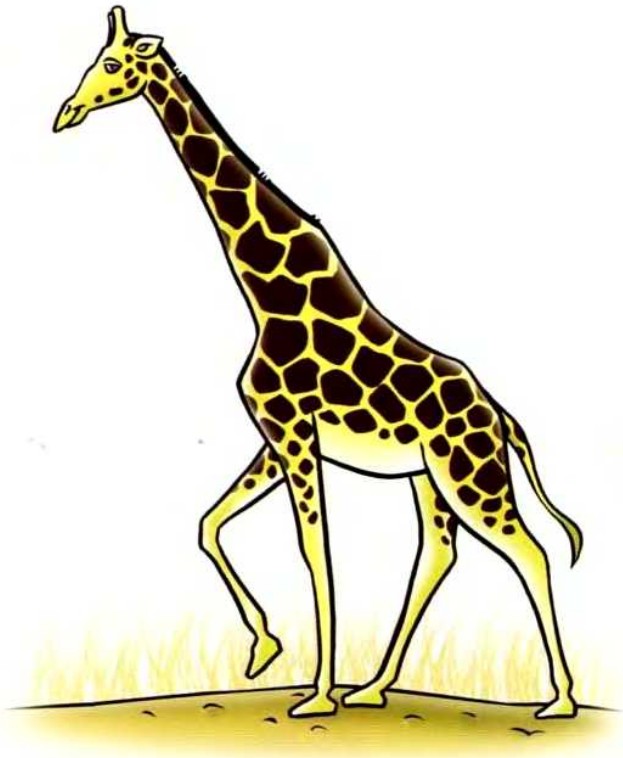
Add the other horn on the head, and the far legs. Draw the mane on the back of the neck. Giraffes' manes are fairly short so don't make it too thick.

Finally, add in the shapes for the pattern on the coat. Notice how they get smaller and fade out on the face and legs.



4.

Add spots all over the legs, back and head. Be careful not to put spots too far into the chest or on the snout. Colour your picture.



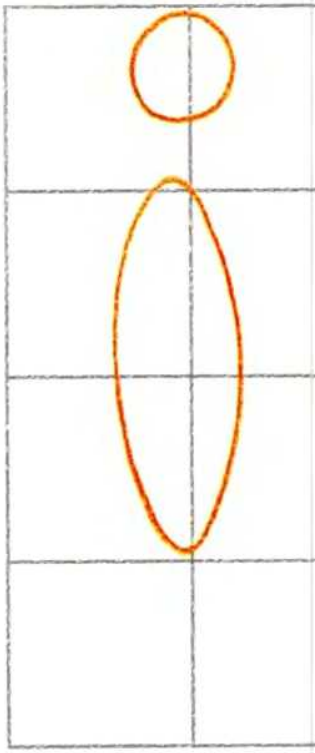
The Meerkat

Found in South Africa, the meerkat is a social animal. They love to play while one keeps watch for predators. During the day meerkats hunt for food. They eat worms, lizards, insects and fruit. At night the meerkat sleeps in a burrow.

1.

Draw a grid with two equal squares going across and four down.

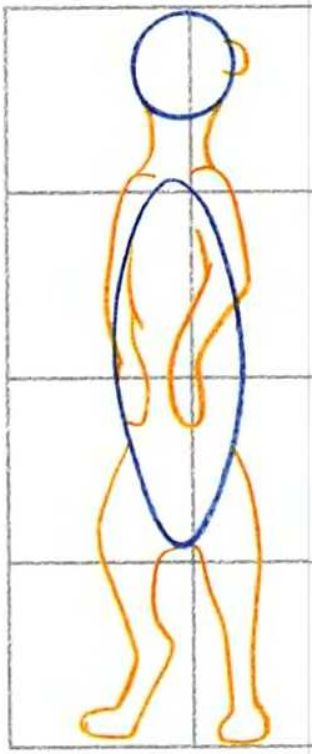
Draw in the basic shapes for the body and head in the correct position on the grid. Check to make sure your shapes look the same as the shapes on our grid.

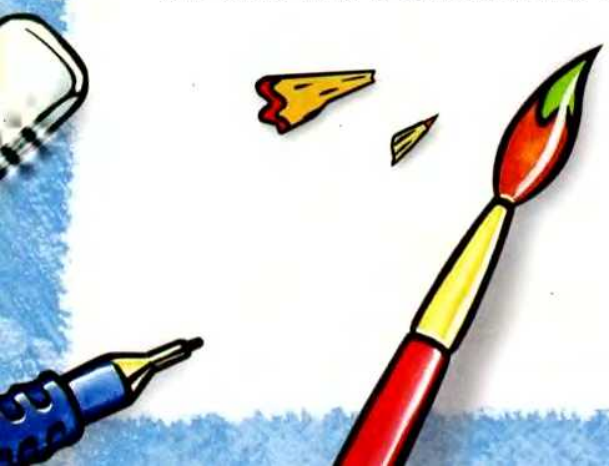


2.

Draw the little ear on the head circle. Draw the neck and arms with rounded shapes for the paws.

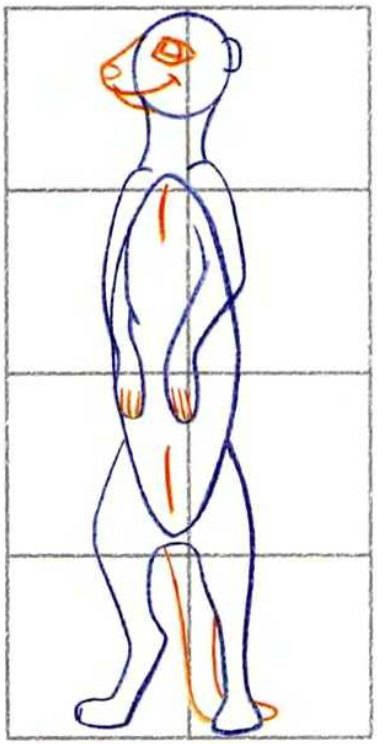
Complete this stage by drawing in the legs and feet. Notice how one leg looks almost straight but the other one is kinked. The leg that is straight is facing towards us, while the other one is turned to the side.





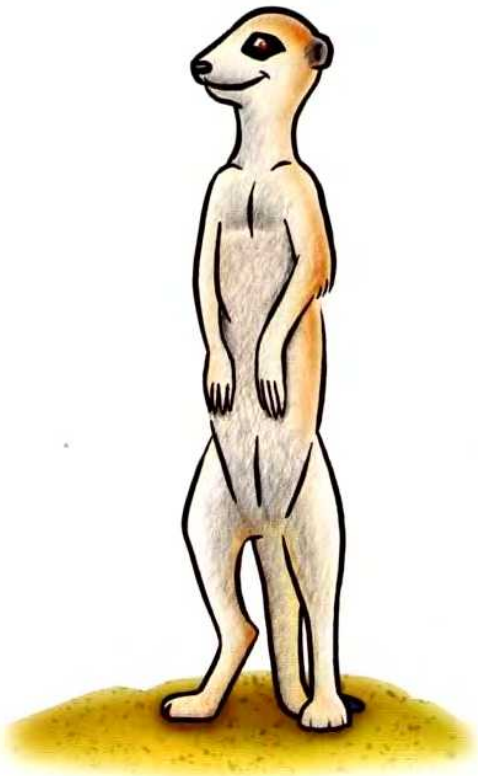
3.

Add the snout onto the head circle with the nose, chin and eye. Divide the chest and stomach with two vertical lines. Separate the rounded paws into fingers. Draw in the tail and you are ready to outline.



4.

Meerkats range from being light yellow to dark orange. They are greyish white on their belly. They also have a dark patch around their eye and on the end of their tails.



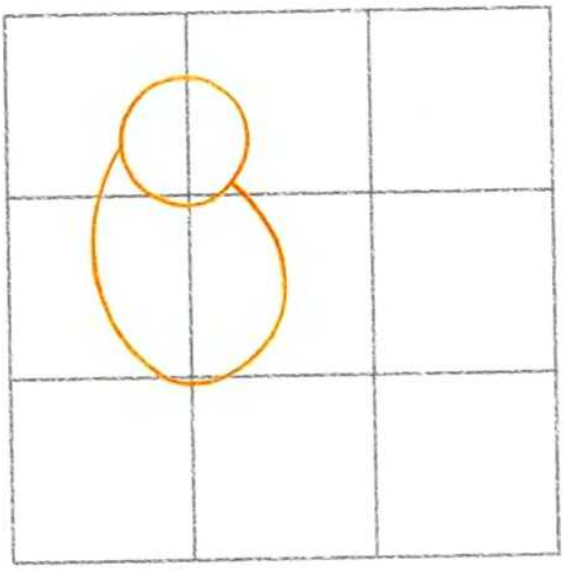
The Fox

The Red Fox is the biggest in the fox family. They are slightly bigger than a cat and have a big, bushy tail. Foxes live around the edges of forests in England and hunt alone at night. They eat rabbits, mice, birds and sometimes worms and beetles. The fox is at the top of its food chain and has no predators. Foxes are often thought of as being very clever.

1.

Draw a square grid with three equal squares going across and down.

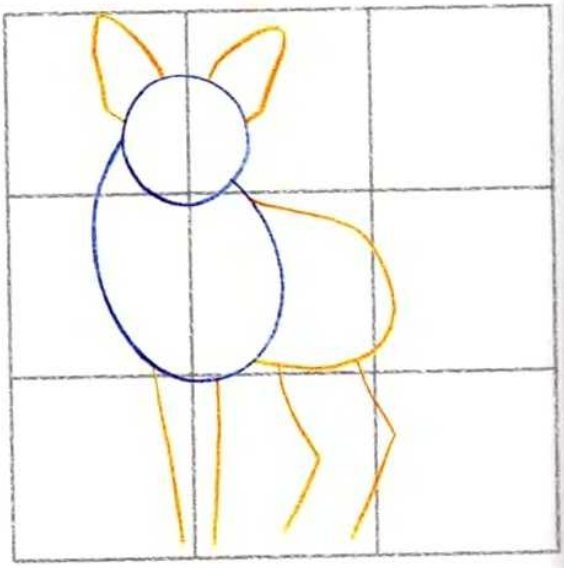
Start with a circle near the top left of the grid. Draw another slightly warped oval shape under the circle. Check your shape with this shape to make sure they look the same.



2.

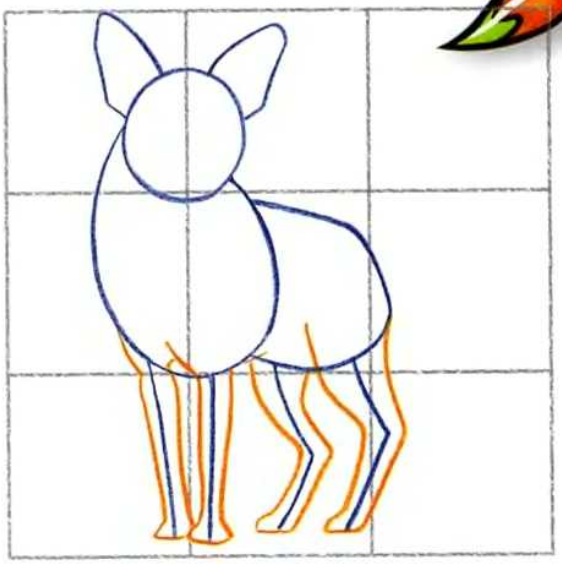
Add on the ears to the outside of the first shape.

Draw another shape to the right of the warped oval to form the back of the animal. Draw in the wire-frame lines for the legs, paying close attention to putting them in the right position.



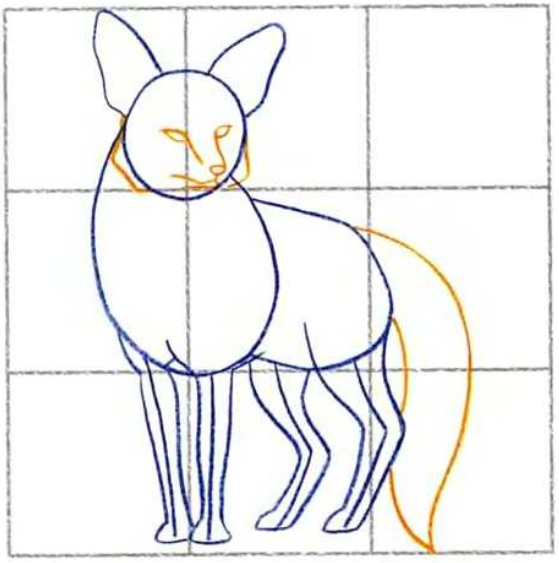
3.

Draw the shape of the legs around the wire-frames, using the wire-frames as a guide to keep them straight.



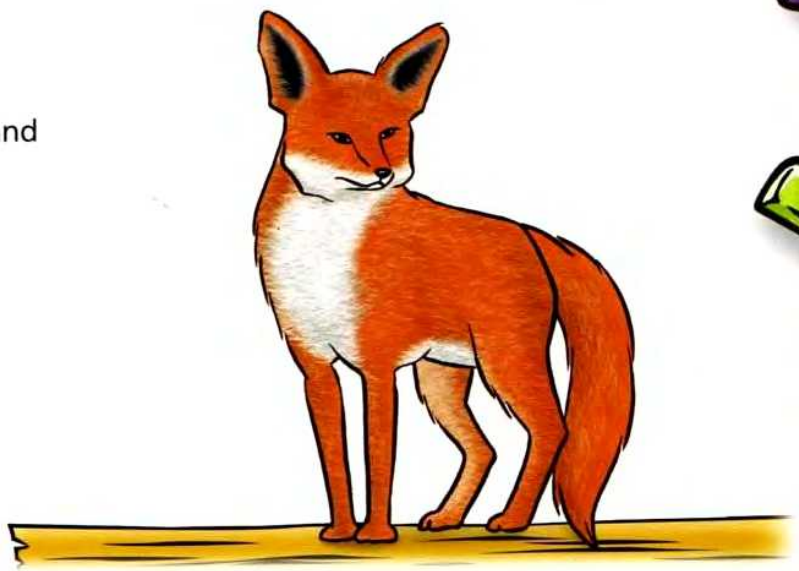
4.

Add in the cheek fur on the outside of the original circle. Then draw in the facial features on the bottom right of the circle. Add the bushy tail.



5.

Outline only those shapes you need to make the fox, rub out the guide lines and colour the fox to your heart's content.



Red Squirrel

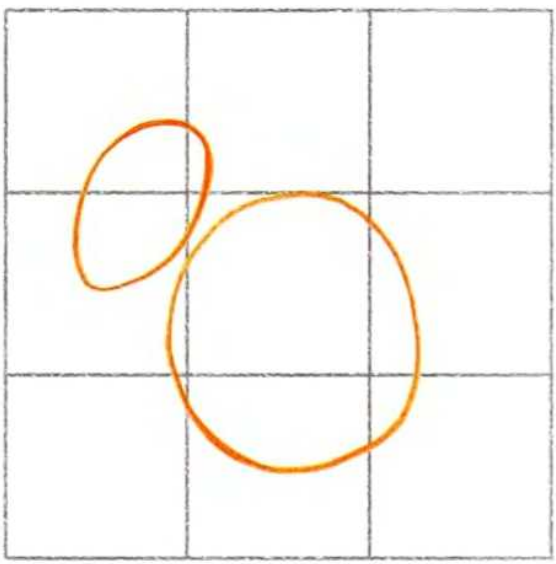
The Red Squirrel lives in trees. It can be found in America, Canada and England. They are excellent climbers and can leap from branch to branch around the forest canopy. Squirrels are wary creatures. Great eyesight, sense of smell and hearing all help to protect the squirrel from predators. A squirrel can fall from great heights out of a tree and live.

1.

Draw a grid with three equal squares going across and down.

Start by drawing in a circle for the body shape a little lower than the middle of the grid.

Draw in the head shape, which looks like an egg facing towards the ground on an angle.

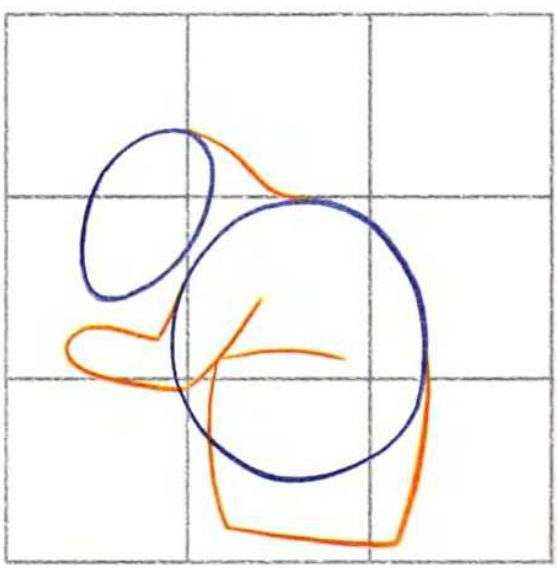


2.

Connect the head shape to the body shape with a curved line.

Draw on the arms. Notice how the arms flow off the edge of the circle at the top.

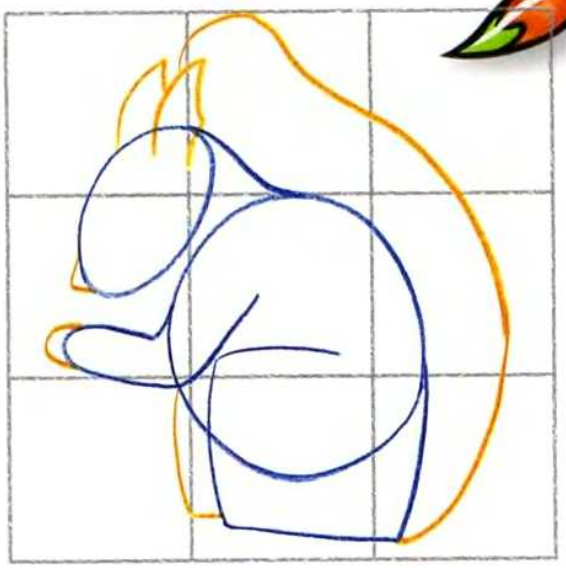
The squarish shape for the back legs also flows off the body at the back. Check your drawing is correct and move onto the next stage.



3.

Here we have drawn in the ears. They are curved to a point at the top. Draw on a little shape for the nose and add the other paw beside the first arm.

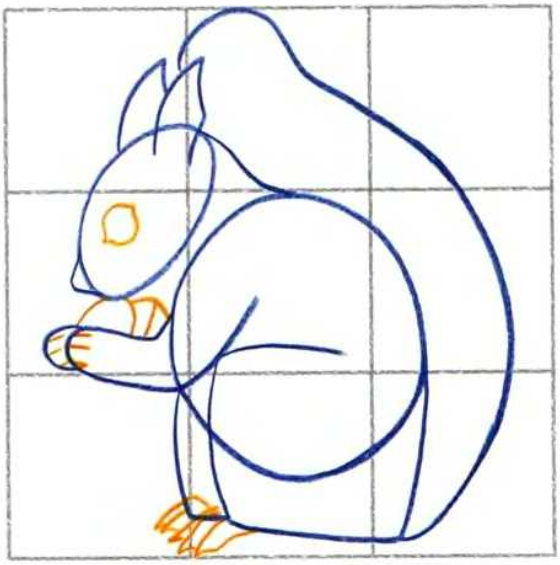
Draw in the other leg at the front. Draw in the long, thick tail that curves around the body and extends above the head and ears.



4.

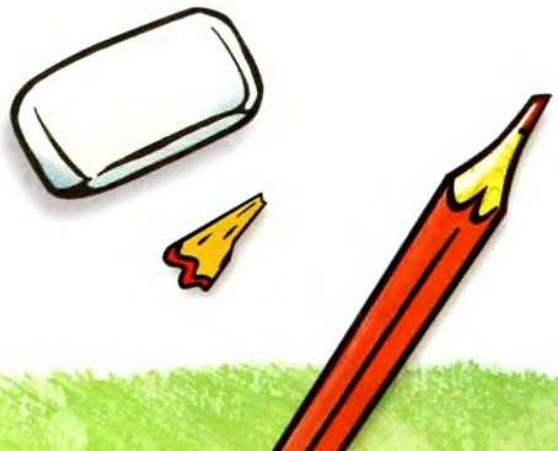
Draw in an oval shape for the nut in its paws. Draw in a curved line that goes from the top of the nut to the body circle for its neck. Add in the other arm below the neck.

Draw the claws on the feet at the base of the square shapes for the legs.

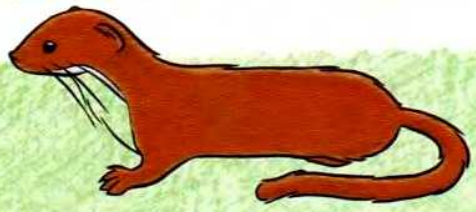


5.

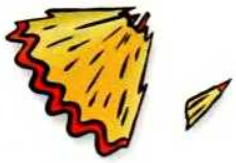
Outline your squirrel and erase the pencil lines. Colour it with red while using brown for the shaded areas.



Weasel



Weasels can be found in the forests of America, Canada and England. The weasel is best known for its ability to get through very small holes and crevices. They can also climb trees very easily. They will hunt rabbits, mice, snakes, moles and even eat insects. Preferring to hunt at night, the weasel will search out the tunnels made by these animals for its next meal.

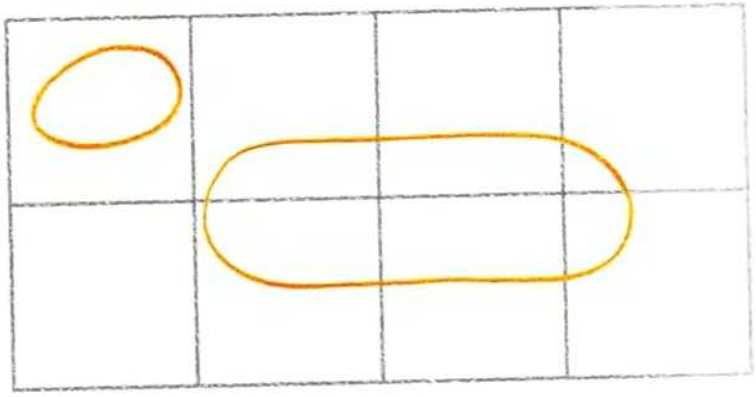


1.

Draw a grid with four equal squares going across and two down.

Begin with a shape that looks like a short sausage for the body. Check it is in the correct position on your grid.

Draw a shape like an egg pointing forward in the top left corner of the grid.

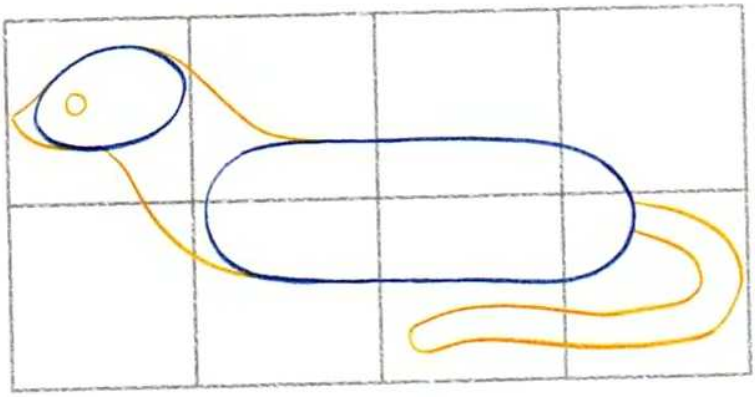


2.

Extend a point on the end of the head circle and curve it back under the chin. Add an eye in the head circle.

Draw a flowing line from the bottom of the head circle to the body shape. Do the same for the top.

Add a long, curved tail onto the sausage shape.

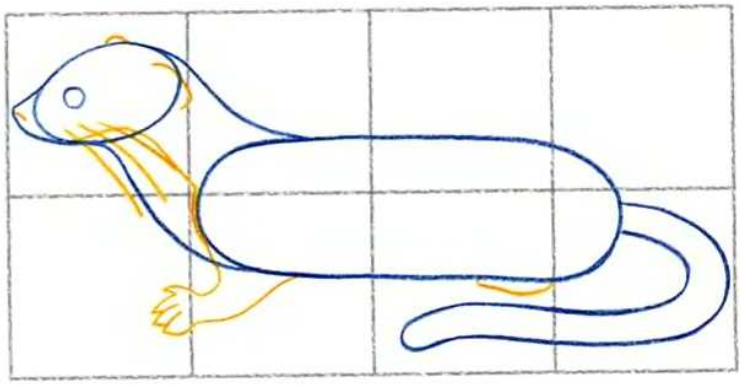


3.

Draw in some ears on the head shape. One is poking out the top and the other one is crossing over the head shape into the neck.

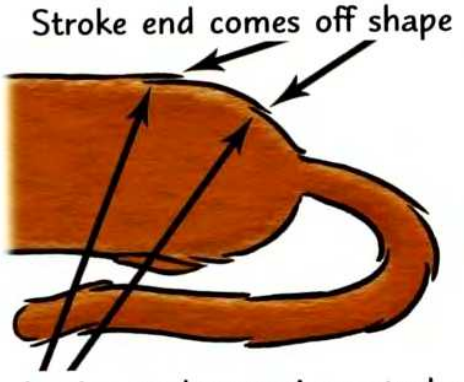
Draw in a few whiskers and a small line for the nose. Draw a line from the chin to the sausage shape.

Add the front leg and a little shape for the back leg.



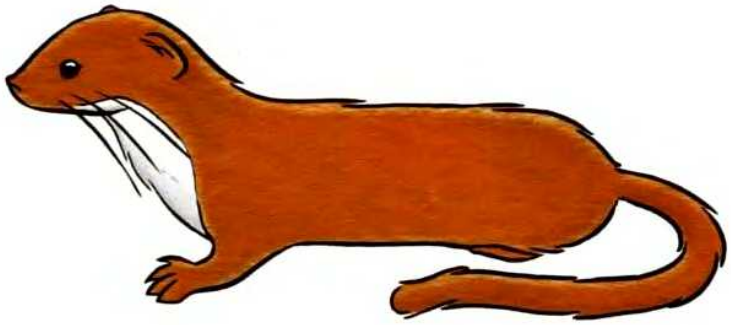
Artist Tip:

Making something look furry only takes a few carefully positioned pen strokes. The pen strokes come off the outline only slightly and a new line is begun underneath. Drawing too many strokes for hair darkens and unbalances the picture.

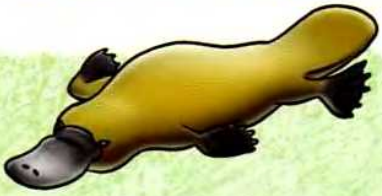


4.

Colour your weasel a reddish brown, leaving the chest white. Colour the eye black, leaving a white highlight at the top of it



Platypus

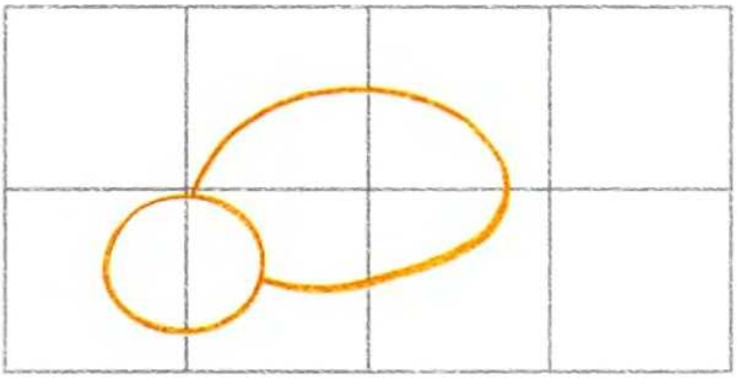


Platypus are only found on the east coast of Australia. They are about half the size of a house cat. They have a bill like a duck and a tail like a beaver. They use their bill to forage for food along the bottoms of rivers. They eat fish, fish eggs, frogs and tadpoles. A platypus is able to hold its breath for ten minutes under water. At night they sleep in burrows in the river bank.

1.

Draw a grid with four equal squares going across and two down.

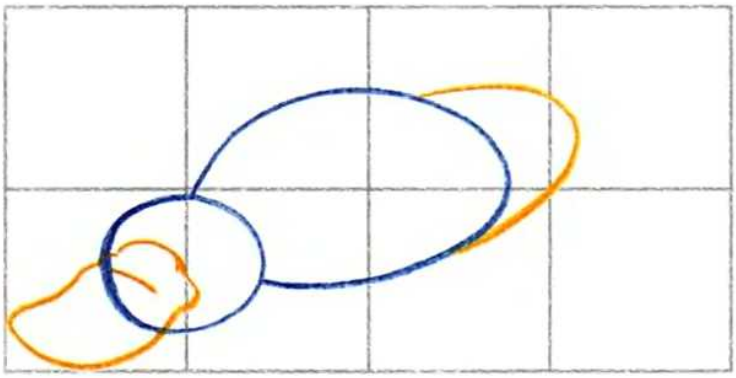
Begin with a circle in the bottom left of the grid. Add a shape for the body. Notice how the body shape is slightly rounder on top than on its underside. Check that you have drawn the body shape correctly and move onto stage two.



2.

Here we add the bill. It is very wide and fairly flat.

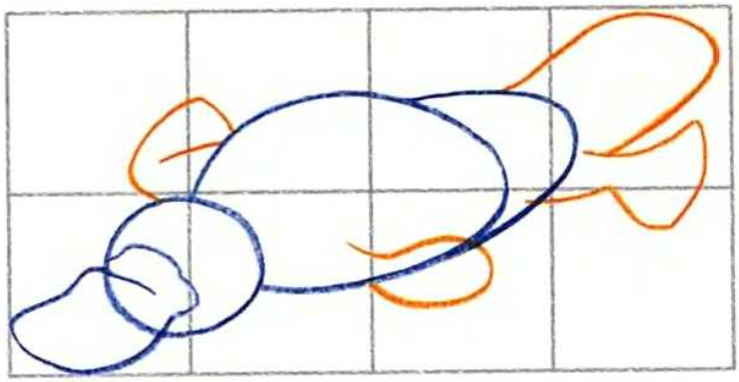
Add another shape onto the body shape at the rear.



3.

Draw on the arms and legs. When drawing the tail, notice how it is fairly straight and broad.

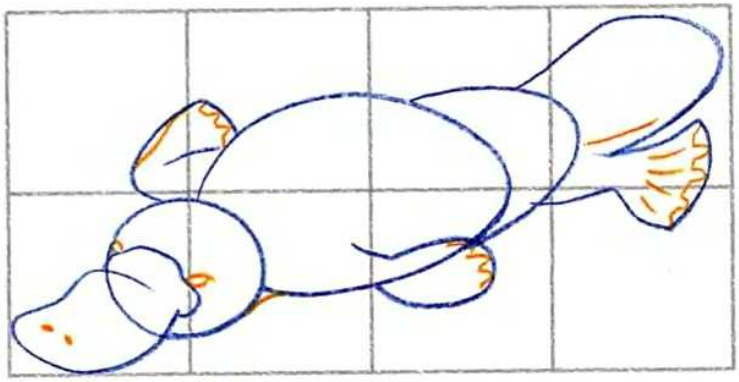
Make sure everything is in the correct position and move onto the next stage.



4.

Here we can finish with the detail. Put a couple of short lines on the end of the bill for the nostrils. Draw the eyes touching the bill.

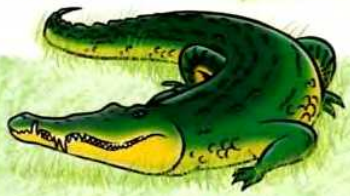
Connect the head circle to the body circle. Break up the shapes on the end of the arms and legs into claws.



5.

Outline your platypus with a felt-tip marker and colour it. The platypus here is swimming, so you may like to put some water around it.

Crocodile



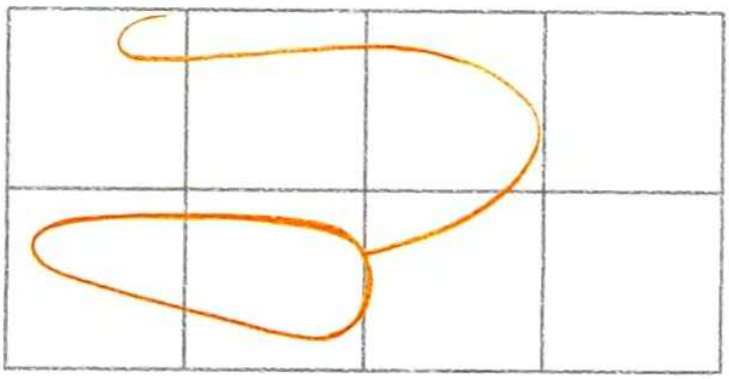
Crocodiles are large reptiles. They live on both land and water. On land they can move at speeds of 80 kilometres per hour in short bursts. Under the water they can hold their breath for five hours. They can also go months without eating. Crocodiles are cold-blooded, which means they have to lie in the sun to warm themselves up.

1.

Draw a grid with four equal squares going across and two down.

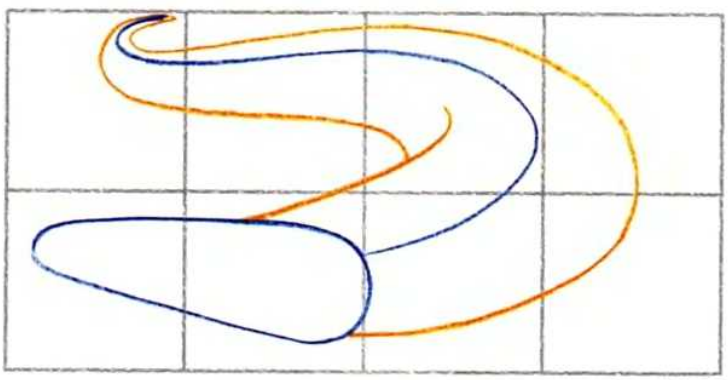
Start with a shape that looks like a stretched egg in the bottom left hand corner of the grid.

Draw in the "S" shaped line. This line is a guide that runs through about the middle of the animal. By having this guide, the body and tail can run in line with it.



2.

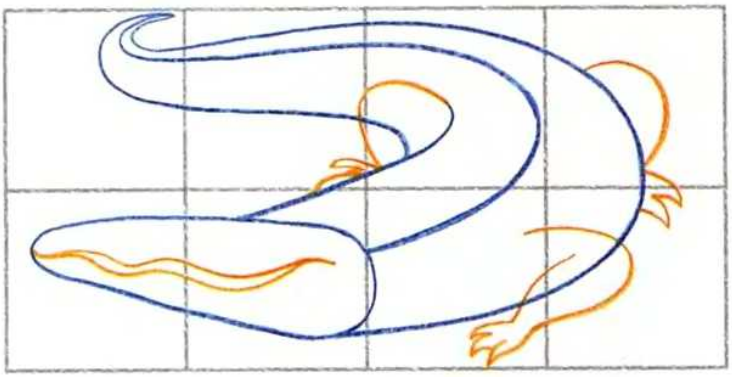
Build the body shape along the line, bringing it to a point at the end of the line. Notice how the body widens and then tapers off to a point at the end of the tail.



3.

Add the shapes for the legs, being careful to place them in the correct positions on the grid.

Draw in two wavy lines for the crocodile's mouth.

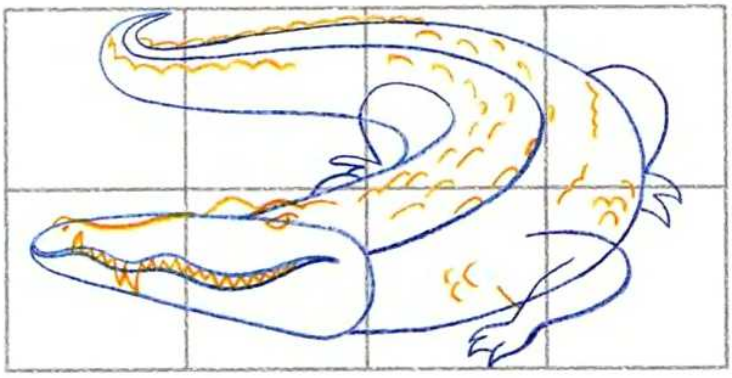


4.

Put in some large, spikey teeth and then add in the rest of the teeth with a simple zig-zag pattern.

Redefine the snout and add the eyes and edges above the eyes.

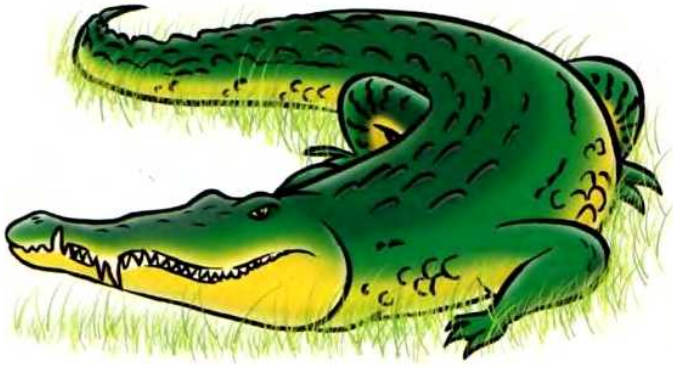
Draw in some scales running along the top of the back and then some on the side of the body.



5.

Crocodiles are light coloured on their belly and generally a darker green on top.

You may like to draw a river scene in the background. You could draw a set of eyes poking out of the river as if another crocodile is lurking nearby.



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